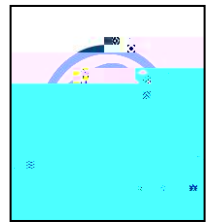


# Competition Rules

Updated 9/27/2019



The National Ocean Sciences Bowl is a timed competition for teams of high school students involving

Bowl Coordinator and the potential new Regional Bowl Coordinator will receive a letter within three (3) weeks of the initial request that will state the final outcome.

- Schools within the state of Texas are another exception. Due to the size and shape of the state and the locations of the regional competitions, the Regional Bowl Coordinators delineated a diagonal line from just south of the city of Houston up to the lower western corner of the panhandle of Texas. Those schools located below the diagonal line attend the Loggerhead Challenge; those schools located above the diagonal line attend the Dolphin Challenge. Exceptions to this rule can be made at the discretion of the Regional Bowl Coordinators of this region.

If a team switches regional bowls without prior approval from the Regional Bowl Coordinator(s) and the National Office, that team may be disqualified from competing.

6. Once the competition day has started the composition of the team MUST remain static. Alternate members cannot be "swapped" between "A" and "B" teams from the same school or different schools.
7. In the spirit of sportsmanship, the National Office encourages all teams to remain at their regional competitions through the end of the awards ceremony. Regional Bowl Coordinators have the wherewithal to enforce this as a rule, and may disqualify a team from competing at the regional level.
8. No school may compete in more than one NOSB regional competition in a given c11(a)(y)20( c)4(ompete)4( i)-

- Each regional competition will occur on one of two dates chosen by the National Office. Regions must pick their preferred date and inform the National Office by September. Regions must also prepare for the rain/snow date announced by the National office. Any other dates require approval from the National Office.
- A regional competition must have a minimum of eight teams from eight different schools to be a sanctioned event.
- All regional bowls m
- Regional Bowl Coordinators will choose a competition format that allows for the maximum amount of time for the teams to compete. They will choose a format which may include a variation or modification of the following options:
  - Round Robin<sup>1</sup> tournament.
  - Single Elimination<sup>2</sup> tournament.
  - Double Elimination<sup>3</sup> tournament.
- Teams must be informed of competition fo



**Chief Science Judge**

Coordinates and directs the Team Challenge Question Graders and addresses scientific challenges sent to the Grading and Appeal room.

**Chief Rules Judge**

Addresses rules challenges sent to the Grading and Appeal room.

\*Due to specific or unexpected circumstances during their regional competitions, the Regional Bowl Coordinators can exercise flexibility in staffing the above competition officials due to the availability of volunteers. Regional Bowl Coordinators are encouraged to contact the National Office if they have any questions or issues regarding competition officials.

14. There are three types of questions in the competition: Toss-up, Bonus, and Team Challenge Questions.

- **Toss-up and bonus questions** are paired in the competition. A toss-up question is answered by the first competing member of either team who buzzes in and is verbally recognized. The toss-up question must be answered correctly in order for a team to be offered the paired bonus question.

Toss-up questions are only in multiple choice format. Bonus questions can be in either multiple-choice or short-answer format.

Moderators must provide the correct answers to all toss-up and bonus questions if neither team answers correctly.

- **Team Challenge Questions** are cooperatively answered, critical thinking questions that require more time and thought than the toss-up and bonus questions and result in a written answer. Each competing team is given the same amount of time to answer these questions, and collaboration among team members is encouraged.

15. The head-to-head competition during all regional competitions and the National Finals Competition will be in one of the following two formats:

- 6-minute buzzer segment, two (2) Team Challenge Questions, break (halftime), 6-minute buzzer segment.
- Two (2) Team Challenge Questions, 6-minute buzzer segment, break (halftime), 6-minute buzzer segment.

Regional Bowl Coordinators, or National office staff in the case of the National Finals Competition, will choose the format, which will be used consistently throughout that competition, and announce to the teams prior to the competition which format will be used. Note: during either format, the second 6-minute buzzer segment will not begin until the Team Challenge Question scores have returned from the grading room during the break.

16. The scoresheet and an official game clock MUST be visible to all competitors during the buzzer segments of the competition. It is optional to have the game clock visible to the competitors during the

17. On toss-up questions, the first player on either team to activate the lock-out buzzer system wins the right to answer the question. Team members must be verbally recognized by the Moderator before answering.
18. If during a toss-up question, a player 1) answers before being verbally recognized or 2) buzzes in BEFORE the Moderator has identified the format (i.e. multiple choice) of the question, the answer given will be treated as a non-

question is offered to the opposing team. If the reading of the question was interrupted, the Moderator will re-read the question in its entirety.

- If consultation occurs after a team member has buzzed in to answer a toss-up question and has been verbally recognized, any answer by that team member is ruled as invalid. If the reading of the question was interrupted, the interrupt penalty applies and the Moderator will re-read the question in its entirety to the opposing team.
- If consultation occurs on the opposing team while the first team buzzing in is verbally recognized and answers the question incorrectly, or forfeits its opportunity to answer, the opposing team is not offered the question. N score.
- If consultation occurs after the team captain has begun to answer a bonus question, any answer will be ruled as invalid. No points will be awarded or deducted.

25. If the answer to a toss-up question is wrong and the question was completely read, the other team is given the opportunity to buzz in to answer the toss-up question, unless time expires before the second team has buzzed in (See Rule #58).

26. Once a question has been read in its entirety, it will not be re-read.

27. The answer to a bonus question may only come from the team's captain including when the question is interrupted (by the captain, or any other team member). Moderators will ignore an answer from anyone but the captain on a bonus question.

28. On **bonus questions** able,  
but not required.

29. When answering a Team Challenge Question, teams will write out their answers on the provided sheet(s) of paper. When time is called the captain will hand in one answer sheet (or multiple-page set). (Note: the answer sheet handed in need not be written by the team captain).

30. Answers to the Team Challenge Questions must be written clearly and entered where specified for points to be awarded.

31. No notes may be brought to the competition table. Nothing may be written before the game clock starts. Scratch paper will be provided at the beginning of each match and collected at half-time and at the conclusion of the match by the Rules Judge.

32. Substitutions may be made only at the break during each match (See Rule #15).

33. Prior to each match, the team coaches and alternate team members will introduce themselves to each other and will sit together well away from the competing teams.

34. At the end of each match, on the Official Score Sheets provided, the competition officials will record their names and the names of the schools competing, and each team captain will sign off on the scores signifying the scores are accurate and final.

35. No cell phones or electronic devices (*e.g.* smart watches, cameras, tablets, or audio-recording devices) may be used by students, coaches, or audience members once a match is in session, including the 2-minute break. They must remain stowed away in bags or purses. If any electronic





43. On bonus questions, the team captain will have 20 seconds after the moderator finishes reading the question to begin to give an answer to the bonus question.
44. On a bonus question, the signal "5 SECONDS" will be given by the Timekeeper after 15 seconds



## Rules for the End of a Game

### **Tie-breaks**

52. In the event that the top teams from each division in the Round Robin portion of the competition are not clearly identifiable, a tie-break procedure in the following order may be used at the regional competitions:

- (i) Head to head won/loss record from the Round Robin games (i.e. if there are only two teams tied the winner of the earlier game they played against each other in the Round Robin will proceed to Double Elimination)
- (ii) Fewest losses of each team during the Round Robin games.
- (iii) If two (2) teams are still tied, there will be a match between the two teams in which five (5) toss-up questions will be asked in a row. No bonus questions will be used during this segment of the competition. If still tied, another five (5) toss-up questions will be asked until the advancing team is determined. The interrupt penalty of -4 points is in effect.
- (iv) If more than two teams are tied, each team, in separate rooms, will be given a series of 10 toss-up questions (no bonus questions will be used during this segment of the competition). The usual five (5) seconds will be allowed for a competitor to buzz in after the question is completely read. The interrupt penalty is not in effect here, but there is also no reason to interrupt since all 10 questions will be read to determine the score and competing teams are in separate rooms. Scoring will be based on the number of questions right minus the number wrong. If two or more teams are still tied, procedure *iii* or *iv*, as appropriate, will be used until the advancing teams are determined.

53. At the National Finals Competition the tie-break procedure will be used in the following order (Regional Bowl Coordinators may use this procedure at the regional competitions if they so choose):

- (i) Head to head won/loss record from the Round Robin games.
- (ii) Fewest losses of each team during the Round Robin games.
- (iii) Point differential as calculated by subtracting the total number of points scored against from the total number of points scored, with the greater point total receiving the higher point total.

57. If a player buzzes in before time runs out, the question remains in play

- If, after verbal recognition by the Moderator, the player gives a correct answer, his/her team gets to answer the bonus question and then the game or buzzer segment is over.
- If, after verbal recognition by the Moderator, the player gives the wrong answer, the game or buzzer segment is over.
- If the player blurts out an answer, the other team is given five (5) seconds to buzz in and answer. Should a player on the second team buzz in, be verbally recognized by the Moderator and answers the question correctly, the team will also get the opportunity to answer the bonus question. Then the game or buzzer segment is over. If a player on the second team buzzes in, is verbally recognized, but answers the toss-up question incorrectly, the game or buzzer segment is over.

**The following rules apply when the toss-up question has NOT been completely read and time runs out:**

58. If neither team has buzzed in before time runs out, the game or buzzer segment is over.

59. If a player buzzes in before the toss-up question has been completely read, is verbally recognized by the Moderator before answering,

- If the player gives a correct answer, his/her team gets to answer the bonus question and then the game or buzzer segment is over.
- If the player gives the wrong answer score, and the question is read in its entirety to the opposing team. If a player on the second team buzzes in, is verbally recognized and answers the toss-up question correctly, the team will also get the bonus question. If a player on the second team buzzes in, is verbally recognized, and answers incorrectly, the game or buzzer segment is over.
- If the player blurts out the answer, the Moderator will re-read the question in its entirety to the opposing team. If a player on the second team buzzes in, is verbally recognized and answers correctly, the team will also get the bonus question. If a player on the second team buzzes in, is verbally recognized, and answers the toss-up question incorrectly, the game or buzzer segment is over.

### Rules about Challenges

60. There are two types of challenges that team members may make during a game: cd81bal3sring a game: cestion.



from competing and is only permitted to respectfully observe the competition from the audience. If a team is disqualified, the Regional Coordinator will be responsible for determining team seeding for the remainder of the competition. At the Finals Competition, the Chief Scorer or member(s) of the National Office staff will determine team seeding.

74. If an audience member receives two (2) official warnings they will not be permitted to observe or participate in the competition activities for the remainder of the event.
75. If the team with a disqualified player advances to Nationals, the disqualified player is NOT eligible to compete at the National level.

### Coaching Policy

76. ALL team correspondence MUST be done by the coach; any inquiries directly from students on a team will not be addressed. Coaches must direct any regional competition questions to their Regional Bowl Coordinator(s). Correspondence about national level issues, except for attendance details regarding the national Finals competition, should still be directed to the appropriate Regional Bowl Coordinator(s), who in turn will contact the national office staff, if necessary\*. All Finals correspondence will be handled by the national office staff once the regional competitions have taken place and the teams competing at Finals are known.

\*Please note: in some cases, such as when a new regional competition host is needed or issues arise with a current regional competition host, coaches will be asked to communicate solely with the national office. Should this occur, the national office staff will contact the coaches directly, as well as post instructions on the regional competition map page of its website.

Coach responsibilities include:

- Preparation and supervision of team members.
  - Timely completion of applications and forms.
  - Maintenance of high ethical and sportsmanship standards, both in preparation and in competition.
  - Compliance with policies of the regional competition/National Ocean Sciences Bowl, and the sponsoring school system or education/science program.
77. Once competition registration has closed, changes in designated coach can be made only with the prior approval of the Regional Bowl Coordinator. Any substitute coaches will be expected to meet the same eligibility criteria and carry out the same responsibilities as the original coach. Teams arriving on the day of competition without their designated coach will not be allowed to compete.

officials about their perspective on policies and rulings), they are expected to withdraw as team scientific advisors.

- Scientific advisors may not represent the team in communications with competition officials.
- Scientific advisors are not eligible for any awards.

79. Any exceptions to the above coaching policies must be approved in advance by the Regional Bowl Coordinator or the NOSB national office. Failure to adhere to policy may result in immediate disqualification of the team from competition.